Derek Lewis

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I'm a talented and versatile technical and VFX artist with experience making games and rendered cinematics. Check out examples of my work at **www.dereklewis.net**.

PROFESSIONAL EXPERIENCE

Stardock Entertainment | Plymouth, MI
3D Visual FX / Technical Artist
- Created VFX for Galactic Civilizations III and Ashes of the Singularity.
- Wrote tools and scripts to aid in the art pipeline for the games and cinematics teams.
- Performed various other 3D art tasks, such as, modeling, texturing, creating materials, skinning, rigging, and rendering.

YEI Technology | Portsmouth, OH
Lead 3D Artist
- Led a content team charged with creating demos to showcase the PrioVR suit.
- In charge of all technical artist duties, including developing and maintaining tools.
- Created a variety of art assets such as environments, characters, and VFX while mentoring junior level artists.

Rocket City Studios | Huntsville, AL
Senior 3D Artist
- Helped to create Second Chance Heroes and worked on another unannounced project.
- Led development of characters, VFX, and technical art pipeline tools.
- Created a wide range of characters and monsters, including rigging for animation.
- Developed various types of VFX for combat and environments.
- Wrote scripts and tools to aid team members and improve workflow.
- Published PC, Mac, PS4, and iOS title, Second Chance Heroes, with an 84 Metacritic score.

SKILLS
- Extensive knowledge of applications such as Maya, Houdini, Photoshop, Zbrush, After Effects, Substance Designer, Substance Painter, xNormal, Quixel Suite, Mudbox, and Motion Builder.
- Strong knowledge of the game development pipeline and working within game engines such as Unreal Engine, Unity, and custom in-house engines.
- Experienced creating node based shaders, VFX, and rendering techniques related to VFX.
- In depth understanding of scripting and tool development with Python, PyMEL, and PyQt.
- Strong knowledge of rendered VFX techniques such as fluid simulations in Maya and Houdini.

EDUCATION
Bachelors of Fine Arts Degree in Game & Simulation Development
Shawnee State University - Portsmouth, Ohio (GPA: 3.96)
- Shawnee State University ranked #7 in the Princeton Review's top Video Game Design schools.
- Graduated Summa Cum Laude.